StripWare™

SECOND GIANT BOOK OF COMPUTER GAMES
Tim Hartnell

Contains 6 programs:

- The Big Maze
- Cavalier 'Chute
- Engulf
- Mine Sweeper
- It's a Mad, Mad World
- Celtic Tarot

Softstrip™
COMPUTER READABLE PRINT

- Get out of tight places in
  THE BIG MAZE

- Survive with subtle precision in
  CAVALIER 'CHUTE

- **ENGULF** aliens in far away galaxies

- Explosive action abounds in
  MINE SWEEPER

- **IT'S A MAD, MAD WORLD** full
  of adventure

- **THE CELTIC TAROT** forsees what
  lies ahead

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Package is not returnable if plastic wrap is cut or removed.

TIM HARTNELL, author of such current bestselling computer books as *Creating Adventure Games,* is an Australian journalist who enjoys writing on any computer-related topic. He has written more than 30 books on personal computers, including many game books.

Welcome to The Cauzin Family

Welcome to the world of data strips. You now own a piece of a revolutionary technological advancement that bridges the gap between print and electronic media more quickly and easily than ever before.

Each data strip package contains selected highlights from among the best programs each publisher has to offer from articles, books, and software.

We at Cauzin hope you'll enjoy this software package, and believe you'll find data strips to be very practical and useful.

Your comments and ideas on this package or any additional applications you'd like to suggest, would be greatly appreciated. Please send your comments or remarks to:

SECOND GIANT BOOK OF COMPUTER GAMES
### by Tim Hartnell

THE BIG MAZE

In the world of video and computer software, Pac-Man probably did more to resurrect the concept of maze games than any other variation on the theme. However, you don't need ghosts and power pellets to have a challenging and enjoyable time in trying to make it through a maze.

THE BIG MAZE is a remarkable program from London programmer Tony Pearson. Your mission is to move through a maze (on screen you're represented by the letter I) and get to the exit (represented by X). You can request a view of the maze from above at any time. The program will draw a map showing you where you are, where you've been, and where you want to go.

The real challenge of the maze comes into play when, instead of looking at the entire maze from above, you stay "within" it, and look (or move) in a particular direction. You'll see a view of the maze for a short distance in the direction you requested. It may take a few runs of the program before you are able to visualize the maze, but it's well worth the trouble.

When you start, you'll see the commands to use in entering your moves. Enter N, S, E, or W to look in that direction. Follow it, next turn, with M to move in that direction. Enter V to view the entire maze from above, or R to move randomly to a new position. Exit at any time by pressing CONTROL-BREAK.
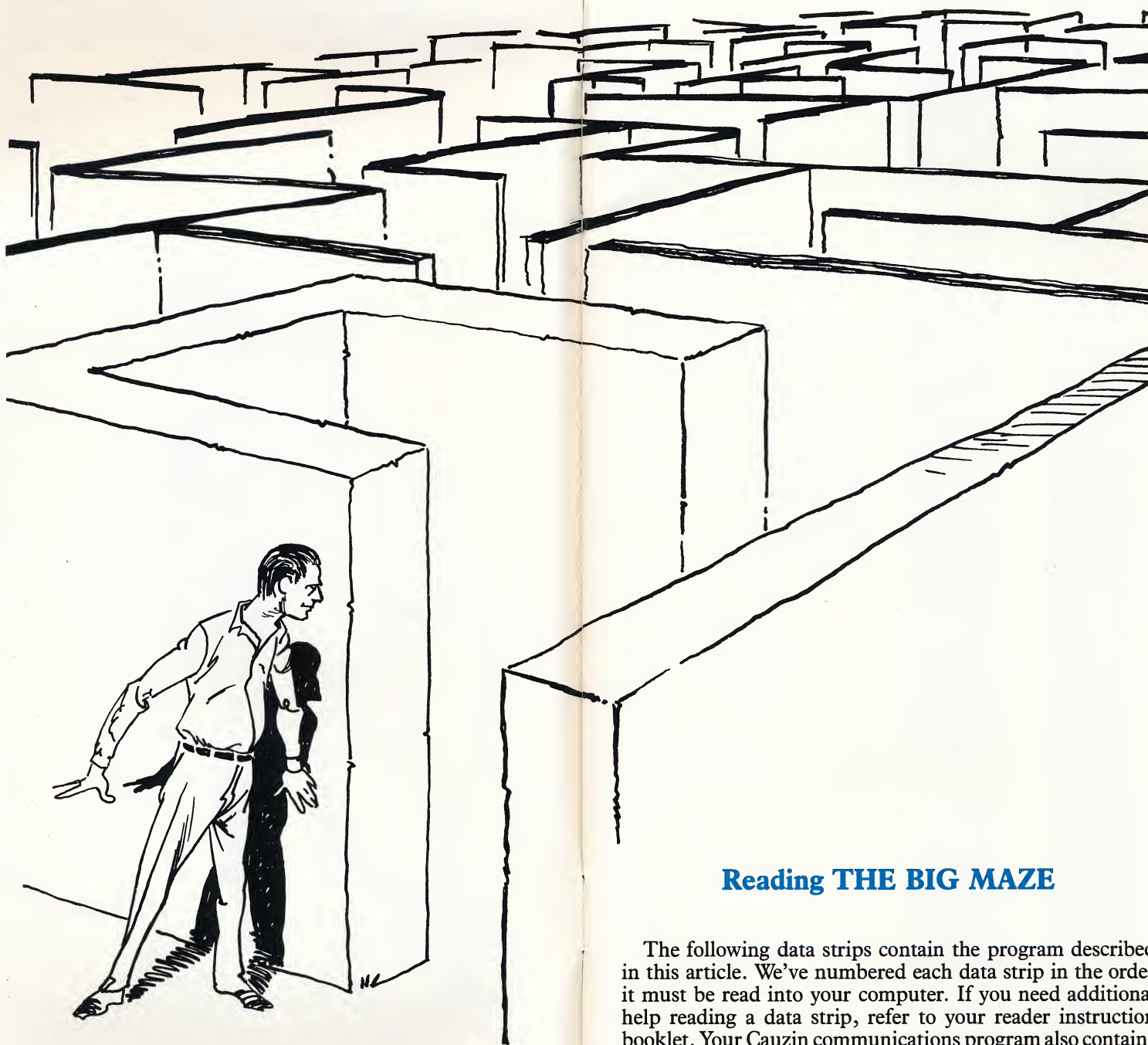
Reading THE BIG MAZE

The following data strips contain the program described in this article. We've numbered each data strip in the order it must be read into your computer. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strips, you must have BASIC to run the program. Enter RUN "BIG_MAZE.BAS." Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.

2   1

THE BIG MAZE

```
10 REM THE 3-D MAZE
11 REM
12 REM FROM TIM HARTNELL'S
13 REM SECOND GIANT BOOK
14 REM OF COMPUTER GAMES
15 REM
16 REM BALLANTINE BOOKS
17 REM
18 REM***********************
20 WIDTH 40:CLS
25 RANDOMIZE VAL(RIGHT$(TIME$,2))
27 LOCATE 3,14:PRINT "THE BIG MAZE"
28 LOCATE 10,13:PRINT "Getting  Rea
dy"
30 DIM A$(30):D=1
40 A$(5)="       ********************
":REM      20 *
50 FOR F=6 TO 24 STEP 2
60 A$(F)="      *                 *
"
70 A$(F+1)="       ** ** **    ** *
**"
80 NEXT F
90 A$(25)="       ********************
*":REM   AS EARLIER LINE
100 FOR F=1 TO 70
110 N=INT(RND(1)*20)+6
120 N1=INT(RND(1)*20)+6
130 A$(N)=MID$(A$(N),1,N1-1)+"*"+MI
D$(A$(N),N1+1,25-N1)
140 NEXT F
150 N1=INT(RND(1)*2)+1
160 ON N1 GOSUB 910,940
170 X=INT(RND(1)*4)+9
180 Y=INT(RND(1)*4)+9
190 IF MID$(A$(X),Y,1)="*" THEN 170
200 A$(X)=MID$(A$(X),1,Y-1)+"I"+MID
$(A$(X),Y+1,25-Y)
205 PRINT:PRINT
210 MO=0
220 PRINT "ENTER 'N', 'S', 'E' OR '
W' TO LOOK IN"
221 PRINT "THAT DIRECTION. FOLLOW I
T, NEXT MOVE,"
222 PRINT "WITH 'M' TO MOVE IN THAT
 DIRECTION..."
223 PRINT "ENTER 'V' TO VIEW THE MA
P, OR"
224 PRINT "'R' TO MOVE RANDOMLY TO
A NEW POSITION"
225 PRINT "CHOOSE: N, S, E, W, V, M
, R";
226 R$=INKEY$:IF R$="" THEN 226
227 PRINT:IF R$="V" THEN D=5:GOTO 2
50
228 IF R$="R" THEN D=6:GOTO 250
229 IF R$="M" THEN D=0:GOTO 250
231 IF R$="N" THEN D=4:GOTO 250
232 IF R$="E" THEN D=1:GOTO 250
233 IF R$="W" THEN D=3:GOTO 250
234 IF R$="S" THEN D=2:GOTO 250
240 GOTO 225
250 IF D>0 THEN D1=D
260 IF D=0 THEN 420
270 IF D=5 THEN GOSUB 570
280 IF D=6 THEN GOSUB 610
290 IF D>4 OR D<1 THEN 225
295 GOSUB 1000
300 PRINT "DIRECTION: ";U$
310 M$="":L$="":R$=""
340 ON D1 GOSUB 690,730,790,850
350 FOR F=5 TO 1 STEP -1
360 PRINT MID$(L$,F,1);
370 PRINT MID$(M$,F,1);
380 PRINT MID$(R$,F,1)
390 NEXT F
410 GOTO 225
415 REM ************
420 X1=X:Y1=Y
440 X=X-(D1=2)+(D1=4)
450 Y=Y+(D1=3)-(D1=1)
460 IF MID$(A$(X),Y,1)="*" THEN 530
470 IF MID$(A$(X),Y,1)="X" THEN 670
480 MO=MO+1
490 A$(X)=MID$(A$(X),1,Y-1)+"I"+MID
$(A$(X),Y+1,25-Y)
500 A$(X1)=MID$(A$(X1),1,Y1-1)+"."+
MID$(A$(X1),Y1+1,25-Y1)
501 GOSUB 1000
510 PRINT "DIRECTION: ";U$
520 GOTO 310
530 X=X1:Y=Y1
550 PRINT "BAD MOVE"
560 GOTO 225
565 REM *************
570 CLS:FOR F=4 TO 26
580 PRINT A$(F)
590 NEXT F
600 RETURN
605 REM ************
610 A$(X)=MID$(A$(X),1,Y-1)+" "+MID
$(A$(X),Y+1,25-Y)
620 X=INT(RND(1)*4)+9
630 Y=INT(RND(1)*4)+9
640 IF MID$(A$(X),Y,1)="*" THEN 610
650 A$(X)=MID$(A$(X),1,Y-1)+"I"+MID
$(A$(X),Y+1,25-Y)
660 RETURN
665 REM *************
670 PRINT TAB(4);"YOU'RE OUT AFTER"
MO"MOVES..."
680 END
685 REM *************
690 M$=MID$(A$(X),Y,5)
700 L$=MID$(A$(X-1),Y,5)
710 R$=MID$(A$(X+1),Y,5)
720 RETURN
725 REM *************
730 FOR F=X TO X+5
740 M$=M$+MID$(A$(F),Y,1)
750 R$=R$+MID$(A$(F),Y-1,1)
760 L$=L$+MID$(A$(F),Y+1,1)
770 NEXT F
780 RETURN
785 REM *************
790 FOR F=0 TO -5 STEP -1
800 M$=M$+MID$(A$(X),Y+F,1)
810 R$=R$+MID$(A$(X-1),Y+F,1)
820 L$=L$+MID$(A$(X+1),Y+F,1)
830 NEXT F
840 RETURN
845 REM *************
850 FOR F=X TO X-5 STEP-1
860 M$=M$+MID$(A$(F),Y,1)
870 R$=R$+MID$(A$(F),Y+1,1)
880 L$=L$+MID$(A$(F),Y-1,1)
890 NEXT F
900 RETURN
905 REM *************
910 N=INT(RND(1)*10)+11
920 A$(N)="       X       "+MID$(A$(N),
12,14):REM FIVE SPACES EACH SIDE OF
 THE X
930 RETURN
935 REM *************
940 N=INT(RND(1)*10)+11
950 A$(N)=MID$(A$(N),1,19)+"       X"
:REM   FIVE SPACES
960 RETURN
1000 IF D1=1 OR D=1 THEN U$="EAST"
1010 IF D1=2 OR D=2 THEN U$="SOUTH"
1030 IF D1=3 OR D=3 THEN U$="WEST"
1040 IF D1=4 OR D=4 THEN U$="NORTH"
1050 RETURN
```
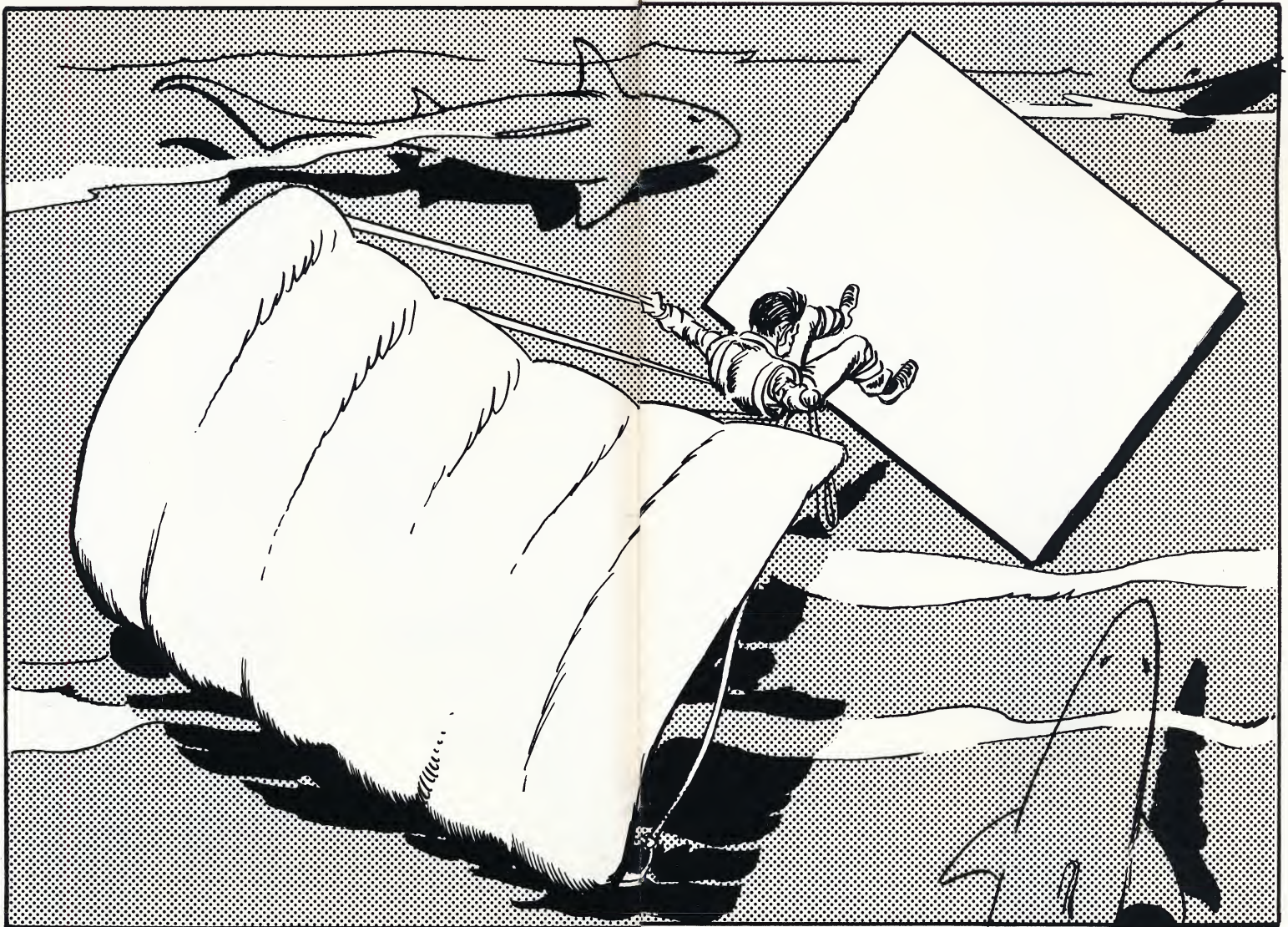
CAVALIER 'CHUTE

Some games call for rapid-fire action while you try to destroy everything in sight. Others have more subtle play where precision timing is the necessary skill in order to master the game.

Written by Neal Cavalier-Smith, CAVALIER 'CHUTE is a program that offers the challenge of battling wayward wind-drifts while you attempt to land your parachute safely. Your target is a tiny landing-pad that is floating on the waves of a great ocean.

The action begins with the computer printing out your parachute over and over again as it descends. In order to guide it onto the landing pad below, use the Z key to move the parachute to the left and the M key to move to the right. Any other key keeps you heading straight down. Miss the pad, and you'll drown! To exit, press CONTROL-BREAK at any time.

There are four different levels of play and the game will start after you have selected the degree of difficulty you're ready to take on. On screen you will see:

```
SELECT YOUR GAME:
        A — EASY
        B — MODERATE
        C — DIFFICULT
        D — INCREDIBLY HARD
```

Reading CAVALIER 'CHUTE

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, you must have BASIC to run the program. Enter RUN "CHUTE.BAS". Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.

CAVALIER 'CHUTE

```
10 REM CAVALIER 'CHUTE
11 REM
12 REM FROM TIM HARTNELL'S
13 REM SECOND GIANT BOOK
14 REM OF COMPUTER GAMES
15 REM
16 REM BALLANTINE BOOKS
17 REM
18 REM************************
20 P=20
30 GOSUB 110:REM INTIALISE
40 REM **********
50 REM MAIN CYCLE
60 GOSUB 360:REM PRINT 'CHUTE
70 GOSUB 520:REM LANDING STRIP
80 GOSUB 580:REM GET KEYS
90 GOTO 60
100 REM *************
110 REM INITIALISATION
120 WIDTH 40:CLS
140 PRINT:PRINT "SELECT YOUR GAME:"
150 PRINT TAB(6);"A - EASY"
160 PRINT TAB(6);"B - MODERATE"
170 PRINT TAB(6);"C - DIFFICULT"
180 PRINT TAB(6);"D - INCREDIBLY HA
RD"
185 PRINT:PRINT "USE Z AND M TO MOV
E THE CHUTE.":PRINT "ANY OTHER KEY
FOR STRAIGHT DOWN.":PRINT
187 PRINT "BE SURE CAPS LOCK IS ON.
":PRINT
190 R$=INKEY$:IF R$="" THEN 190
200 IF R$<"A" OR R$>"D" THEN 190
210 DF=1/2
220 IF R$="C" THEN DF=1
230 IF R$="B" THEN DF=2
240 IF R$="A" THEN DF=3
250 STP=0:REM SCREEN TOP
260 RANDOMIZE VAL(RIGHT$(TIME$,2))
280 SBOT=19:REM SCREEN BOTTOM
290 SWDE=40:REM WIDTH OF SCREEN
300 SWDE=SWDE-3
310 ACC=INT(RND(1)*(SWDE-4))
320 PAD=INT(RND(1)*(SWDE-10))
330 PLUS=1
340 RETURN
350 REM **************
360 REM PRINT PARACHUTE
370 CLS
380 FOR C=0 TO STP
390 PRINT
400 NEXT C
410 PRINT TAB(ACC);" ^ "
420 PRINT TAB(ACC);"^^^"
430 PRINT TAB(ACC);" O "
440 PRINT TAB(ACC);" Y "
450 IF STP=SBOT-4 THEN 490
460 FOR C=6 TO SBOT-STP
470 PRINT
480 NEXT C
490 STP=STP+1
500 RETURN
510 REM ************
520 REM LANDING STRIP
530 PAD=PAD+PLUS
540 IF PAD>SWDE-6 THEN PLUS=-1
550 PRINT TAB(PAD);"@@@@"
560 RETURN
570 REM ********
580 REM GET KEYS
590 IF STP=SBOT-4 THEN GOSUB 650
600 Y$=INKEY$:IF Y$="" THEN 600
610 IF Y$="Z" THEN ACC=ACC-DF
620 IF Y$="M" THEN ACC=ACC+DF
625 IF ACC<0 THEN ACC=36
626 IF ACC>36 THEN ACC=0
630 RETURN
640 REM *************
650 REM SEE IF DROWNED
660 IF ACC<PAD-1 THEN 770
670 IF ACC>PAD+2 THEN 770
680 IF ACC=PAD+1 OR ACC=PAD THEN 73
0
690 PRINT TAB(8);"YOU MADE IT...BY
THE"
700 PRINT TAB(9);"SKIN OF YOUR TEET
H"
710 P=P+5
720 GOTO 800
730 PRINT TAB(12);"CONGRATULATIONS!
!"
740 PRINT TAB(13);"A SAFE LANDING!"
750 P=INT(P+10/DF)
760 GOTO 800
770 PRINT TAB(12);"SPLOSSSSSHHHHHHH
HH!!"
780 PRINT TAB(14);"YOU GOT SOAKED!"
790 P=P-2
800 AT=AT+1
810 IF AT=20 OR P<0 THEN 890
820 PRINT TAB(11);"YOU HAVE"P"POINT
S"
830 FOR X=1 TO 1000:NEXT X
840 IF INKEY$<>"" THEN 840
850 GOSUB 250
860 RETURN
870 REM ********
880 REM DROWNED!
890 PRINT TAB(13);"YOU BEEN DROWNED
!"
900 PRINT:PRINT TAB(12);"YOU SCORED
"P"POINTS"
910 PRINT TAB(16);"IN"AT"ATTEMPTS."
920 END
```

ENGULF

Space, the final frontier where so much has happened over the years. Many of us confronted onrushing Invaders bent on destruction and Asteroids that not only had to be avoided but also blown apart. Well, just when you thought it might be safe to travel through the galaxy, another nasty alien stands in your way.

At the controls of your space-cruiser Borealis, you're off to a corner of the universe. Your task is to "engulf" the alien, immobilizing it by destroying all the sectors of space around it.
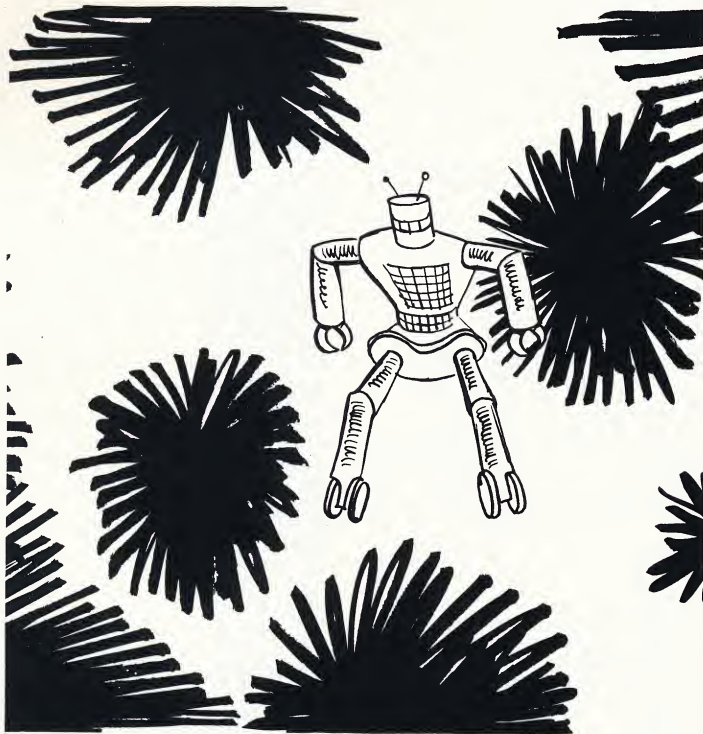
Both you and the alien (shown on your screen as an A) are unable to move onto the outer border of the area of space under view. These "out of bounds" areas are indicated by "-" marks (hyphens).

The alien doesn't have to change locations on every move. However, if it does decide to move, it may be by one or two squares from its present position. You must isolate your crafty foe by blasting areas of space out of existence. All you have to do is enter the coordinates of the space you want to destroy as two numbers. Press CONTROL-BREAK to exit the program any time.

Wipe out all the squares onto which the alien could move and you've "engulfed" it. The alien keeps a watch on the space around it, and your computer can detect the degree of danger the alien senses in its present position, so you can follow (more or less) what the alien is thinking. A word of caution: You're not allowed to land on the alien, and you'll destroy yourself if you do.

You'll discover that the best strategy is to trap the alien against one of the sides of the grid. This limits its potential moves. Of course, the alien is aware of the danger of being caught near the sides, and uses its limited intelligence to try to keep away from them. A hint: Try to build a "fence" of blank areas in a curve around the alien so that you can force it to move into a side. Good luck!

Reading ENGULF

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, you must have BASIC to run the program. Enter RUN "ENGULF.BAS". Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.

ENGULF
by Tim Hartnell
Second Giant Book of Computer Games
Ballantine Books
Copyright 1985. All rights reserved.
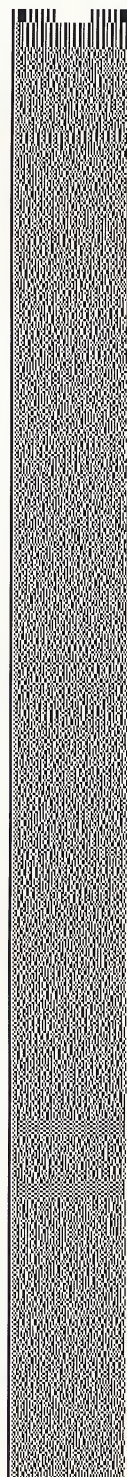
ENGULF

```
10 REM ENGULF
11 REM
12 REM FROM TIM HARTNELL'S
13 REM SECOND GIANT BOOK
14 REM OF COMPUTER GAMES
15 REM
16 REM BALLANTINE BOOKS
17 REM
18 REM*********************
19 REM
20 HSCRE=0
30 DIM A(10,10)
40 GOSUB 1030:REM INITIALISE
50 GOSUB 220:REM ALIEN MOVE
60 REM *********
70 REM MAIN LOOP
80 GOSUB 800:REM PRINT OUT
90 GOSUB 670:REM PLAYER MOVE
100 GOSUB 800
110 GOSUB 220:REM ALIEN MOVE
120 TME=TME-1
130 SHOTS=SHOTS+1
140 IF TME=0 THEN 580
150 GOTO 80
160 REM *********
170 REM COLLISION
180 PRINT TAB(8);"YOU HIT AN ALIEN,
 CAPTAIN"
190 PRINT TAB(9);"AND HAVE BEEN DES
TROYED"
200 GOTO 580
210 REM *********
220 REM ALIEN MOVE
230 REM * CHECK IF SURROUNDED *
240 H=0
250 H=H+A(M-1,N)
260 H=H+A(M+1,N)
270 H=H+A(M,N-1)
280 H=H+A(M,N+1)
290 H=H+A(M-1,N+1)
300 H=H+A(M+1,N+1)
310 H=H+A(M+1,N-1)
320 H=H+A(M-1,N-1)
330 IF H=16 THEN 500:REM SURROUNDED
340 REM * MOVE ALIEN *
350 E=M:F=N
360 CT=0
370 M=M-INT(RND(1)*3)+INT(RND(1)*3)
380 IF M<2 OR M>9 THEN M=E:GOTO 370
390 IF (M<4 OR M>7) AND RND(1)>.7 T
HEN M=E:GOTO 370
400 CT=CT+1:IF CT=60 THEN M=E:N=F:G
OTO 460
410 N=N-INT(RND(1)*3)+INT(RND(1)*3)
420 IF N<2 OR N>9 THEN N=F:GOTO 410
430 IF (N<4 OR N>7) AND RND(1)>.7 T
HEN N=F:GOTO 410
440 IF (N<4 OR N>7) AND RND(1)>.7 T
HEN 410
450 IF A(M,N)=2 THEN 370
460 A(E,F)=0
470 A(M,N)=1
480 RETURN
490 REM ********
500 REM SURROUND
510 GOSUB 800
520 PRINT "--------> ENGULFED! WELL
 DONE..."
530 PRINT "---------> IT TOOK YOU"S
HOTS"SHOTS"
540 PRINT "AND YOU DID IT WITH"TME"
TIME UNITS LEFT"
550 Q=TME*1000/SHOTS
560 PRINT "--------> YOUR RATING IS
"Q
570 IF Q>HSCRE THEN HSCRE=Q
580 PRINT "-----> HIGHEST SCORE SO
FAR IS"HSCRE
590 IF INKEY$<>"" THEN 590
600 PRINT:PRINT "DO YOU WANT ANOTHE
R GAME (Y/N)?"
610 T$=INKEY$
620 IF T$<>"Y" AND T$<>"N" THEN 610
630 IF T$="Y" THEN 40
640 PRINT "------> OVER AND OUT, C
APTAIN!"
650 END
660 REM **********
670 REM PLAYER MOVE
680 PRINT "WHICH SECTOR WILL YOU SH
OOT AT?"
690 PRINT TAB(8);"ACROSS";
700 S$=INKEY$:IF S$="" THEN 700
705 S=VAL(S$)
710 IF S<2 OR S>9 THEN 700
715 PRINT S
720 PRINT TAB(8);"AND DOWN";
730 R$=INKEY$:IF R$="" THEN 730
735 R=VAL(R$)
740 IF R<2 OR R>9 THEN 730
745 PRINT R
750 IF A(R,S)=1 THEN 170:REM ALIEN
HIT
760 IF A(R,S)=2 THEN PRINT "THAT SE
CTOR IS ALREADY DESTROYED!":RETURN
770 A(R,S)=2
780 RETURN
790 REM *********
800 REM PRINT OUT
810 CLS
820 PRINT:PRINT "-> HIGHEST SCORE S
O FAR IS"HSCRE" <-"
830 PRINT "-> ALIEN SENSES DANGER F
ACTOR"INT(100*H/3)/10.0" <-"
840 PRINT "------------------------
------------"
850 PRINT "----> ALIEN NOW AT"N;M
860 PRINT "-> TIME LEFT:"TME"--- LA
SERS FIRED:"SHOTS
870 PRINT "------------------------
------------"
880 PRINT TAB(5);"12345678910"
890 FOR K=1 TO 10
900 IF K<10 THEN PRINT " ";
910 PRINT K;
920 FOR J=1 TO 10
930 IF K<2 OR K>9 OR J<2 OR J>9 THE
N PRINT "-";:GOTO 970
940 IF A(K,J)=0 THEN PRINT "*";
950 IF A(K,J)=1 THEN PRINT "A";
960 IF A(K,J)=2 THEN PRINT " ";
970 NEXT J
980 PRINT
990 NEXT K
1000 PRINT
1010 RETURN
1020 REM **********
1030 REM INITIALISE
1040 WIDTH 40:CLS
1045 LOCATE 3,16:PRINT "ENGULF"
1050 RANDOMIZE VAL(RIGHT$(TIME$,2))
1060 PRINT:PRINT "PLEASE STAND BY F
OR YOUR MISSION..."
1070 TME=30
1080 SHOTS=0
1090 H=0
1100 FOR B=1 TO 10
1110 FOR C=1 TO 10
1120 A(B,C)=0
1130 IF B<2 OR B>9 OR C<2 OR C>9 TH
EN A(B,C)=2
1140 NEXT C
1150 NEXT B
1160 M=INT(RND(1)*7)+2
1170 N=INT(RND(1)*7)+2
1180 A(M,N)=1
1190 RETURN
```

MINE SWEEPER

There's trouble on the high seas and you're the only hope to clear a path through the heavily mined Juicy Straits Canal. Oil tankers must pass through safely with the mine-sweeper you're commanding controlling their fate.

Each section of the canal is split into a ten by fifteen grid and any location can contain a mine. Although you can't actually see the mines, your rusty old mine-detector can tell when a mine is in one of the eight locations that surround your position.

The only thing standing in your way are the mines. Land on one and it's all over. Move around the screen by entering U(p), D(own), R(ight), or L(eft). Be sure CAPS LOCK is on. You can exit at any time by pressing CONTROL-BREAK. With skill and logic you'll be able to leave a clear trail of blank locations behind you for the tankers to use.

Where your ship is on the grid is shown by a number that also indicates how many mines are in the "square" of eight locations surrounding you. By backtracking, and by going around mines when you sense them, you can create a clear path from the left-hand side of the screen to the row of #'s on the right-hand side.

MINE SWEEPER was written by Neal Cavalier-Smith and has multiple levels of play. At the end of each round, the grid will be reprinted, with the mines shown in position. Your score is dependent upon how direct your path across the screen has been, and on the number of mines in that particular segment of the canal. Each time you finish a level, you'll be given a new grid, with more mines hidden.

Reading MINE SWEEPER

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, you must have BASIC to run the program. Enter RUN "MINESWEP.BAS". Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.

Softstrip
COMPUTER READABLE PRINT
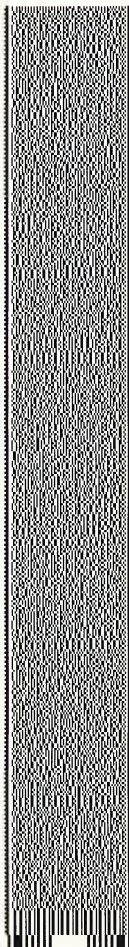
MINE SWEEPER

```
10 REM MINESWEEPER
11 REM
12 REM NEAL CAVALIER-SMITH
13 REM
14 REM FROM TIM HARTNELL'S
15 REM SECOND GIANT BOOK
16 REM OF COMPUTER GAMES
17 REM
18 REM BALLANTINE BOOKS
19 REM
20 REM********************
25 WIDTH 40
30 CLS:RANDOMIZE VAL(RIGHT$(TIME$,2
))
35 LOCATE 10,14:PRINT "MINE SWEEPER
"
40 DEFINT A-Z
50 DIM A(11,17)
60 L=1:S=0:M=0
70 REM *********
80 REM LAY MINES
90 FOR X=1 TO 10
100 FOR Y=1 TO 15
110 K=INT(RND(1)*25)+1-L
120 A(X,Y)=46
130 IF K=1 THEN A(X,Y)=64
140 NEXT Y
150 A(X,1)=46
160 NEXT X
170 C=5:B=1
180 A(C,B)=33
190 GOTO 500
200 REM **************
210 REM PRINT MINEFIELD
220 CLS
230 PRINT:PRINT
240 FOR X=1 TO 10
250 PRINT TAB(11);">";
260 FOR Y=1 TO 15
270 IF A(X,Y)<>64 THEN PRINT CHR$(A
(X,Y));
280 IF A(X,Y)=64 THEN PRINT ".";
290 NEXT Y
300 PRINT "#"
310 NEXT X
320 PRINT
330 A(C,B)=32
340 REM ***********
350 REM MOVE SWEEPER
360 PRINT "ENTER YOUR MOVE U(P), D(
OWN)"
370 PRINT ,"  R(IGHT), L(EFT)"
380 B$=INKEY$:IF B$="" THEN 380
390 C1=0:B1=0
400 IF B$="U" THEN C1=-1:GOTO 440
410 IF B$="D" THEN C1=1:GOTO 440
420 IF B$="R" THEN B1=1:GOTO 440
430 IF B$="L" THEN B1=-1:GOTO 440
435 GOTO 380
440 IF C+C1>10 OR C+C1<1 THEN 380
445 IF B+B1<1 THEN B1=0
450 IF B+B1>15 THEN 600
460 C=C+C1:B=B+B1
470 IF A(C,B)=64 THEN 800
480 REM *******************
490 REM COUNT ADJACENT MINES
500 N=0
510 FOR K=-1 TO 1
520 FOR D=-1 TO 1
530 IF A(C+K,B+D)=64 THEN N=N+1
540 NEXT D
550 NEXT K
560 A(C,B)=48+N
570 M=M+1
580 GOTO 210
590 REM ******************
600 REM NEXT LEVEL ROUTINE
610 CLS
620 L=L+1
630 PRINT "CONGRATULATIONS..."
640 PRINT "YOU HAVE CLEARED A PATH
THROUGH":PRINT
650 FOR X=1 TO 10:PRINT SPC(11);"#"
;
660 FOR Y=1 TO 15
670 PRINT CHR$(A(X,Y));
680 NEXT Y
690 PRINT "#"
700 NEXT X
710 PRINT:IF A(C,B)=64 THEN END
720 PRINT "IT TOOK YOU"M"MOVES"
730 S=S+100-M
740 PRINT "YOUR SCORE IS"S
750 PRINT "YOU CAN NOW PROGRESS TO
LEVEL"L
760 M=0
770 INPUT "PRESS <ENTER> TO CONTINU
E";Q$
780 GOTO 80
790 REM *****
800 REM SPLAT
810 CLS:PRINT "SPLAT!!!!"
820 PRINT:PRINT "YOU'VE HIT A MINE,
 TURKEY, SO THE"
830 PRINT "GAME IS OVER. YOUR SCORE
 IS"S+L*10-M
840 GOTO 650
```

IT'S A MAD, MAD WORLD

You were a fool to escape from the lunatic asylum. After all, life was good there, with made-to-measure straight-jackets and congenial company. Now you're in the big, wide world and it doesn't take long to discover that life can be pretty tough on the outside.

IT'S A MAD, MAD WORLD is a text-adventure program that will immediately put you into a number of odd situations. In fact, there are enough strange things happening to make you even more unbalanced than you already are.

Can you solve the problems and get back to the security and comfort of your padded cell? Only time will tell. You will always be faced with two choices at each decision point in the game. Exit the program early by pressing CONTROL-BREAK. What you select will determine what happens in this flight of fancy and fun.

Reading IT'S A MAD, MAD WORLD

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, you must have BASIC to run the program. Enter RUN "MADWORLD.BAS". Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.

IT'S A MAD, MAD WORLD

```
10 REM IT'S A MAD, MAD WORLD
11 REM
12 REM FROM TIM HARTNELL'S
13 REM SECOND GIANT BOOK
14 REM OF COMPUTER GAMES
15 REM
16 REM BALLANTINE BOOKS
17 REM
18 REM**********************
20 GOSUB 380:REM INITIALISE
30 L=1
40 CLS
50 PRINT TAB(6);"IT'S A MAD, MAD WO
RLD"
60 PRINT:PRINT " ";W$(L)
70 REM ***************
80 PRINT
90 IF L=21 THEN L=20
100 IF W(L)<>1 THEN 170
110 PRINT TAB(2);"YOU WERE NOT CRAZ
Y ENOUGH TO WIN THIS"
120 PRINT "ADVENTURE. IF YOU WANT S
OME ADVICE, TRY"
130 PRINT TAB(3);"WRITING ADVENTURE
 GAMES..."
140 PRINT:PRINT TAB(6);"...THAT WIL
L SEND YOU CRAZY!"
150 END
160 REM ***************
170 IF W(L)<>2 THEN 220
180 PRINT "WELL DONE. YOU MUST BE M
AD TO FINISH"
190 PRINT TAB(9);"THIS ADVENTURE!":
PRINT
200 END
210 REM ***************
220 PRINT "DO YOU:"
230 PRINT
240 PRINT "1. ";A$(L)
250 PRINT
260 PRINT "2. ";B$(L)
270 IF INKEY$<>"" THEN 270
280 N$=INKEY$
290 IF N$="" THEN 280
300 IF N$="1" THEN L=A(L):GOTO 40
310 IF N$="2" THEN L=B(L):GOTO 40
320 PRINT
330 PRINT TAB(8);"NO SUCH CHOICE, F
OOL!"
340 GOTO 270
350 END
360 REM **********
370 REM INITIALISE
380 WIDTH 40:CLS
390 DIM W$(25),A$(25),B$(25)
400 DIM W(25),A(25),B(25)
410 FOR X=1 TO 25
420 READ W$(X),W(X)
430 READ A$(X),A(X)
440 READ B$(X),B(X)
450 NEXT X
460 RETURN
470 REM ****
480 REM DATA
490 DATA "YOU HAVE CRASHED ON AN IS
LAND",0
500 DATA "HOBBLE ALONG THE BEACH",2
,"STAY BY THE HANGLIDER",10
510 DATA "A ROARING TIGER APPEARS",
0
520 DATA "RUN INTO THE FOREST",3,"J
UMP INTO THE WATER",11
530 DATA "YOU SEE A DARK CAVE",0
540 DATA "ENTER IT",4,"KEEP GOING I
NLAND",7
550 DATA "YOU SEE A BAG OF GOLD",0
560 DATA "LEAVE IT",5,"TAKE IT",6
570 DATA "A TROLL COMES BY AND TAKE
S THE GOLD.    YOUR CHANCE TO BE RI
CH GOES!"
580 DATA 0,"CRY FOR HELP",10,"PRACT
ICE BEING A LAWNMOWER",25
590 DATA "A MONSTER APPEARS, YOU CA
NNOT RUN AWAY  AS THE GOLD IS TOO H
EAVY..."
600 DATA 1,0,0,0,0
610 DATA "YOU SEE A BOTTLE OF WINE"
,0
620 DATA "DRINK IT",8,"RUB THE BOTT
LE",9
630 DATA "YOU FEEL RATHER HAPPY, PI
NK DISK DRIVES DANCE BEFORE YOUR EY
ES"
640 DATA 1,0,0,0,0
650 DATA "A GENIE APPEARS AND GIVES
 YOU A WISH",0
660 DATA "WISH TO GO HOME",25,"WISH
 TO BE FILTHY RICH",5
670 DATA "A SPACE CRAFT LANDS",0
680 DATA "ENTER IT",12,"JUMP IN THE
 WATER",11
```

```
690 DATA "YOU SEE A PIRATE SHIP",0
700 DATA "GO TO SHORE",3,"BOARD THE
 SHIP",15
710 DATA "THE ALIENS WANT TO CONQUE
R EARTH",0
720 DATA "HELP THEM",14,"FIGHT THEM
",13
730 DATA "FOOLISH PERSON. YOU ARE K
ILLED IN THE    CONFLICT",1,0,0,0,0
740 DATA "A HARD BATTLE BUT YOU WON
. YOU ARE       STANDING IN THE BATT
LE FIELD"
750 DATA 0,"SURVEY THE BATTLEFIELD"
,16,"REST AND DO NOTHING",14
760 DATA "YOU BECOME A PIRATE FOR Y
EARS BEFORE YOU ARE CAST ADRIFT IN
A BATH TUB"
770 DATA 0,"DO YOU WISH TO PRAY",9,
"PADDLE FOR SHORE",20
780 DATA "A WOUNDED HUMAN LIMPS TOW
ARDS YOU",0
790 DATA "KILL HIM",18,"DRESS HIS W
OUNDS",17
800 DATA "HE TURNS OUT TO BE THE KI
NG OF THE       COUNTRY YOU DEFEATED
",0
810 DATA "FLEE FROM HIM",3,"ASK FOR
 HIS FORGIVENESS",19
820 DATA "MISTAKE IN MESSAGE! SHOUL
D HAVE READ 'HUMANOID', AN ALIEN AL
LY"
830 DATA 1,0,0,0,0
840 DATA "YOU GET HIS FORGIVENESS A
ND HE SENDS YOU BACK TO YOUR HOME",
2,0,0,0,0
850 DATA "YOU ARE IN A BATH. THERE
IS A RUBBER     DUCK AND A SPONGE WI
TH YOU"
860 DATA 0,"STAY IN THE WARM BATH",
21,"GET OUT AND DRY YOURSELF",22
870 DATA "I DON'T BLAME YOU AT ALL.
..BUT YOU MUST DO SOMETHING",20,0,0
,0,0
880 DATA "YOU'RE OUT AND DRY. DO YO
U WANT TO TAKE THE DUCKIE WITH YOU?
"
890 DATA 0,"OH YES PLEASE",23,"NO T
HANK YOU",24
900 DATA "CARRYING THE SACRED DUCK
IS PUNISHABLE  BY DEATH HERE!",1,0,
0,0,0
910 DATA "YOU ARE IN A CLEARING IN
A FOREST",0
920 DATA "GO TO THE EAST, BACK TO T
HE CAVE",3
930 DATA "MAKE FOR THE PORT TO THE
WEST",11
940 DATA "YOU'RE BACK AT HOME IN YO
UR OWN PADDED   CELL; THE JACKET FIT
S SNUGLY"
950 DATA 2,0,0,0,0
```

THE CELTIC TAROT

Aren't computers wonderful! After saving the world from aliens, and fighting with a dragon or two, you can combine the world's newest technology with some of its elder wisdom, to find out what's in the cards for you.

Many experts believe that Tarot cards — widely used in fortune telling — appeared at the end of the 1300's in medieval France. "Whether the cards came from India, Egypt, or China...is of little moment," writes Frank Lind (*HOW TO UNDERSTAND THE TAROT*, The Aquarian Press, Wellingborough, UK, 1979). "What is of far more importance...is the antiquity of much of their symbolism" (pp. 7-8). The standard playing cards we use for games evolved from the original Tarot decks.

The 78 cards in the Tarot are divided into the Major and Minor Arcana. Fifty-six of the cards form four suits (Cups, Swords, Pentacles, and Wands). The 14th card in each suit is an additional court card, the knight, which was dropped when the ordinary deck of cards was formed. The 56 cards of the Minor Arcana have their own esoteric meanings and are often used in divination.

However, it is the Major Arcana (sometimes known as the "greater trumps") that is the real key to the Tarot. The CELTIC TAROT program concentrates on the 22 cards in this arcana. Occultists who use the Tarot claim the Major Arcana is like a mirror held up to your life, showing your grief and happiness, your plans and their fulfillment or destruction, your friendships, loves, and hatreds. Each card is many-sided, like a well-cut diamond, and each facet holds an insight.

There is no need for you to learn what each card signifies in order to use the program. Nor do you have to buy a Tarot deck, although you may well want to after running this program a few times.

There are many methods of using and interpreting the Tarot. Our program uses a pattern known as the "Celtic Cross." The Celtic design was chosen because it is "probably the most useful and versatile of all tarot spreads" (according to *PREDICTING THE FUTURE*, The Diagram Group, Ballantine Books, New York, 1983; p. 56).

The program does most of the work, leaving the finer points of interpretation to you. All you have to do is type in a question. The program deals your cards and reports the result. To exit early, press CONTROL-BREAK.

Whether you feel that the Tarot is a path to knowledge or just a recreation, try the CELTIC TAROT.

Reading CELTIC TAROT

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, you must have BASIC to run the program. Enter RUN "TAROT.BAS". Operating instructions are found in the article. Exit anytime by pressing CONTROL-BREAK.
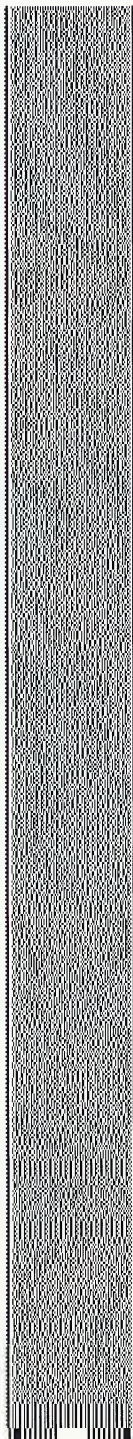
CELTIC TAROT

```
10 REM THE CELTIC TAROT
11 REM
12 REM FROM TIM HARTNELL'S
13 REM SECOND GIANT BOOK
14 REM OF COMPUTER GAMES
15 REM
16 REM BALLANTINE BOOKS
17 REM
18 REM *******************
19 REM
20 GOSUB 380:REM INITIALISE
30 GOSUB 250:REM ENTER QUESTION
40 GOSUB 530
50 PRINT R$;"?":PRINT
60 PRINT TAB(16);"... LET ME SEE...
"
70 GOSUB 530:GOSUB 530
80 REM *******
90 REM PREDICT
100 FOR J=1 TO 10
110 GOSUB 510:REM DELAY/SPACE OUT
120 PRINT "************************
**************"
130 PRINT A$(J)
140 GOSUB 530
150 X=INT(RND(1)*22):IF H(X)=1 THEN
 150
160 H(X)=1
170 PRINT TAB(13);"-----------"
180 PRINT B$(X)
190 PRINT "************************
**************"
200 GOSUB 530
210 NEXT J
220 GOSUB 510
230 END
240 REM *************
250 REM ENTER QUESTION
260 GOSUB 510
270 PRINT "ENTER YOUR QUESTION OR C
ONCERN NOW"
280 PRINT "AND I WILL USE THE CELTI
C CROSS SPREAD"
290 PRINT "IN AN ATTEMPT TO GIVE SO
ME GUIDANCE..."
300 GOSUB 510
310 INPUT "QUESTION: ",R$
320 GOSUB 510
330 PRINT TAB(4);"PLEASE STAND BY..
.."
340 GOSUB 530
350 CLS
360 RETURN
370 REM **********
380 REM INITIALISE
390 CLS
395 LOCATE 5,12:PRINT "THE CELTIC T
AROT"
400 RANDOMIZE VAL(RIGHT$(TIME$,2))
410 DIM A$(10),B$(21),H(21)
420 FOR J=1 TO 10
430 READ A$(J)
440 NEXT J
450 FOR J=0 TO 21
460 H(J)=0
470 READ B$(J)
480 NEXT J
490 RETURN
500 REM ***************
510 REM DELAY/SPACE OUT
520 PRINT:PRINT
530 FOR Z=1 TO 1000:NEXT Z
540 RETURN
550 REM *****************
560 REM INTRODUCTORY DATA
570 DATA "THIS IS WHERE YOU STAND N
OW..."
580 DATA "THIS CARD IS FOR THE NEAR
 FUTURE..."
590 DATA "AND THIS ONE IS WHAT YOU
MIGHT DO..."
600 DATA "THIS IS SOMETHING IN THE
PAST THAT IS   RELEVANT TO YOUR QUE
STION..."
610 DATA "THIS CARD RELATES TO A MO
RE RECENT PAST EVENT..."
620 DATA "NOW, THIS CARD INDICATES
YOUR POSITION  IN SIX MONTHS OR SO.
.."
630 DATA "IN YOUR LIFE OR WORK, THI
S MOST CLOSELY INFLUENCES YOU..."
640 DATA "THIS CARD REPRESENTS SOCI
AL INFLUENCES  ON YOUR QUERY..."
650 DATA "YOUR HOPES AND FEARS ARE
REFLECTED IN   THIS CARD..."
660 DATA "AND, FROM THESE, IN REPLY
, THIS CARD    POINTS TOWARDS AN AN
SWER..."
```

```
670 REM ********
680 REM CARD DATA
690 DATA "THE FOOL: NEW BEGINNINGS
AND CHALLENGES"
700 DATA "THE MAGICIAN: OUTWARD PRO
GRESS,         DECISIONS TO BE MADE
..."
710 DATA "THE HIGH PRIESTESS: WISDO
M, A PROBLEM   WILL BE SIMPLIFIED..
."
720 DATA "THE EMPRESS: A STABLE SIT
UATION, GOOD    FORTUNE..."
730 DATA "THE EMPEROR: GOALS WILL B
E REACHED,    BEWARE OF RUTHLESSNE
SS..."
740 DATA "THE HIGH PRIEST: LISTEN T
O ADVICE,       UNDERSTANDING LIKELY
..."
750 DATA "THE LOVERS: A POSITIVE DE
CISION LIKELY, RELATIONSHIPS PROSPE
R..."
760 DATA "THE CHARIOT: A GOOD STAGE
 IN YOUR LIFE  ATTAINED, TRAVEL LIK
ELY..."
770 DATA "JUSTICE: BALANCE WILL BE
REACHED,        DUE REWARD LIKELY...
"
780 DATA "THE HERMIT: REVALUATION O
F PRIORITIES   INDICATED, INNER GRO
WTH"
790 DATA "WHEEL OF FORTUNE: GROWTH,
 LUCK,          DECISIONS TO BE MADE
..."
800 DATA "STRENGTH: YOUR INNER QUAL
ITIES WILL      ENSURE YOU MEET THE
TEST..."
810 DATA "HANGED MAN: CAST AWAY MAT
ERIAL VALUES,  SACRIFICE REWARDED..
."
820 DATA "DEATH: FRESH AWARENESS WI
LL COME FROM    TEMPORARY SETBACKS..
."
830 DATA "ANGEL OF TIME (TEMPERANCE
): MODERATION   DEMANDED; WISE CHOIC
E SEEN"
840 DATA "THE DEVIL: BE WARY OF GIV
ING IN TOO      EASILY TO YOUR WHIMS
"
850 DATA "THE TOWER: UNFORTUNATE IN
DICATIONS,      REGROWTH CAN BE EXPE
CTED.."
860 DATA "THE STAR: VERY POSITIVE,
FRESH           DEVELOPMENTS SEEN...
"
870 DATA "THE MOON: TRUST YOUR HEAR
T RATHER THAN   YOUR HEAD..."
880 DATA "THE SUN: A GOAL WITHIN RE
ACH, LIGHT      AFTER DARKNESS..."
890 DATA "JUDGEMENT: A PERIOD OF FR
ESH BEGINNINGS AND ASSESSING VALUES
..."
900 DATA "THE WORLD: COMPLETION OF
A DIFFICULT     TASK, ATTAINMENT OF
A GOAL"
```

CAUZIN'S CORNER...
and now for something slightly different

These six games are written in BASIC, so you can see how they work and modify them. To see the commands, LOAD the program and enter LIST. You'll see all the program lines scroll down the screen. Enter LIST 200 to see just one line, in this case line 200.

If you want a printout of the program, enter BASIC and LOAD the program. Type LLIST and press ENTER. It will be helpful to have a printout to help you learn more about BASIC and about these games.

Many moves are determined by random chance. In BASIC this is the RND statement. To improve your chances of winning or to make the game harder, look for the use of this command and change the odds.

For example, ENGULF uses this command in two lines to determine a random move for the alien.

```
370   M = M – INT(RND(1)*3) + INT(RND(1)*3)
410   N = N – INT(RND(1)*3) + INT(RND(1)*3)
```

Variables M and N are the grid location of the alien. These two lines randomly change the coordinates anywhere from -2 to $+2$. To limit the alien's moves, change all these three's to two's. To increase the alien's range change some of the three's to 3.5 or 4.

You can easily add a printout function to CELTIC TAROT. Press CONTROL-P before you run the program. This activates your printer and sends all output to the printer as well as the screen. To turn off the printer, press CONTROL-P again.

These games all use the text screen. You could study them and use the programs as algorithms, or models, and add your own graphics and sounds. This can be as simple or complicated as you care to make it.

For example, try using "text graphics" to add color to CAVALIER 'CHUTE. These are graphics created with a PRINT statement combined with a COLOR statement. You will need a graphics card to see the results.

After you LOAD the program, type in the following lines. They will automatically be added to the previous ones. Save the modified program under a new name, to preserve the original version.

```
115     SCREEN 0,1
375     COLOR 15
545     COLOR 9
655     COLOR 2
```

Line 115 puts your computer in text mode and enables color. The white color of the parachute is determined by line 375. Use more commands on lines 425 and 435 to color parts of the parachutist. Line 545 colors the landing pad a light blue. Messages at the end of the game are green as a result of line 655.

In the lines above, try other colors and try a colored background to create a custom look. Text graphics might be a way for you to add easy color graphics and animation to many of your own programs.
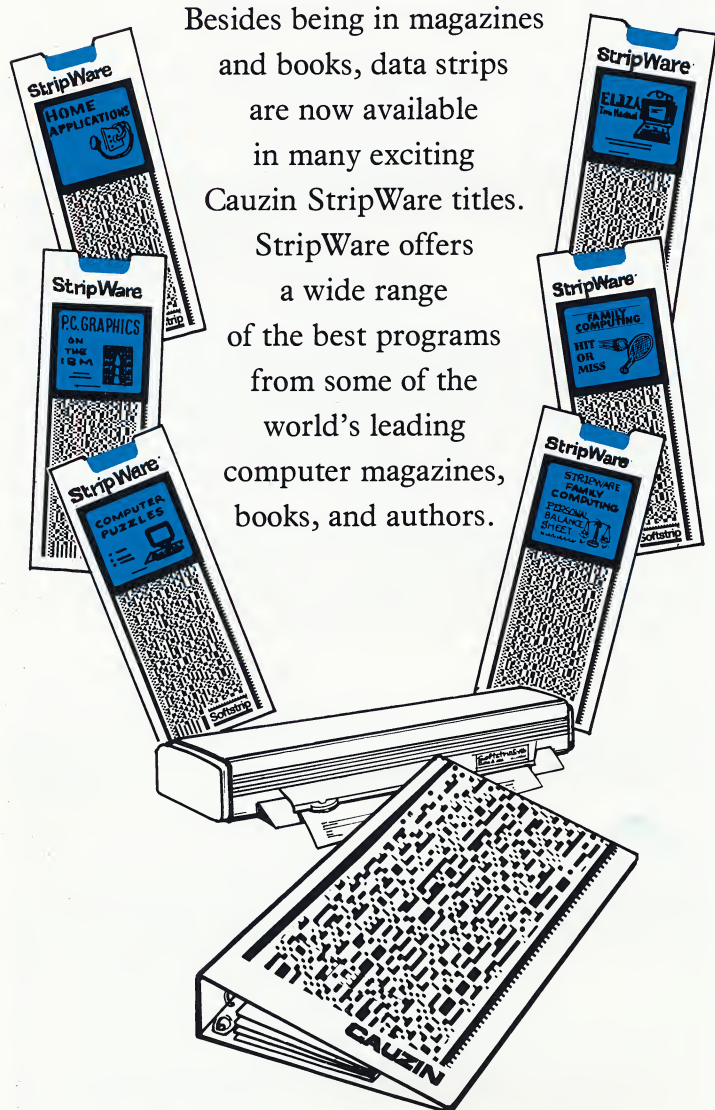
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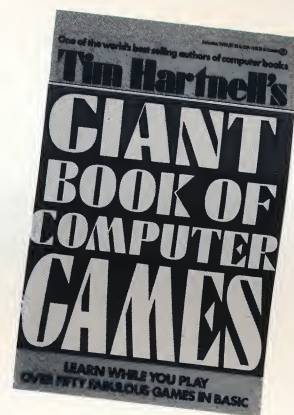
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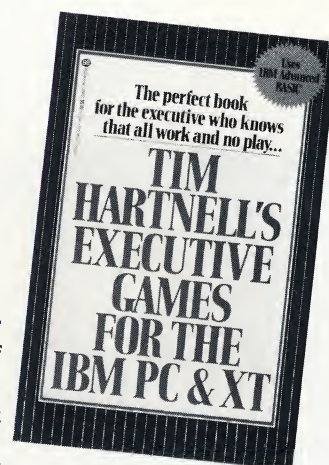- Board Games
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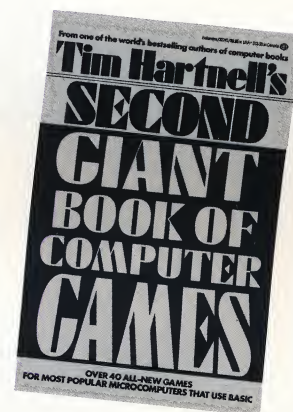
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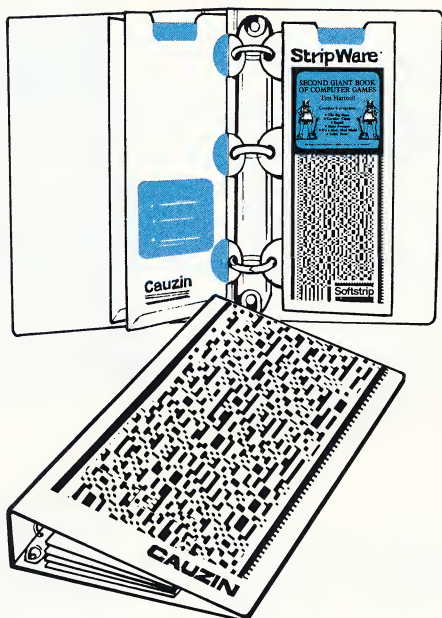- Detective Q: Solve the clues and find the killer!

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